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Scheduling coarse-grain operations for VLIW processors

N.G. Busá, A. van der Werf, M. Bekooij

In order to speed up current DSP applications, custom Functional Units (FU), characterized by long latency and by a complex Input-Output timeshape, may be added in DSP architectures. Let us identify as "coarse-grain" those operations executed by such custom FUs. In a traditional scheduling approach, coarse-grain operations are treated as bulky atomic multi-cycle operations, and no information over the I/O timeshape of the operation is exploited during scheduling. In this paper, we propose a novel scheduling method for VLIW processors, where coarse-grain operations are decomposed into a number of single-cycle Input and Output operations. The method uses the knowledge on the I/O timeshape of coarse-grain operations to improve the communication of data among FUs. This leads to a higher Instruction Level Parallelism (ILP) in the processor, and decreases the number of needed registers. The experiments done prove that embedding complex custom FUs in a VLIW datapath, as proposed in this paper, enhances performances keeping the VLIW controller's microcode width small.

I. INTRODUCTION

Modern signal processing systems are designed to support multiple standards and to provide high performance. Multimedia and telecom are typical areas where such combined requirements can be found. The need for high performance leads to architectures that may include application specific hardware to accelerate tasks' execution.

In the HW/SW co-design, mapping is the usual term used to refer to the decomposition of the application's program code in a set of operations (functions), which can be executed by the available hardware components [1][2]. During mapping, it turns out that some operations executed on hardware are more complex and more expensive, in terms of area and power, than others. Hence, we propose to classify operations in two groups according to their complexity: fine-grain and coarse-grain operations. Examples of fine-grain operations are addition, multiplication, and conditional jump. They are performed in a few cycles and only a few input values are processed at a time. Coarse-grain operations process bigger amount of data and implement a more complex functionality such as FFT-butterfly, DCT, complex multiplication.

According to the granularity (coarseness) of the operations, we can group architectures in two different categories, namely processor architectures and heterogeneous multi-processor architectures, defined as follows:

- **Processor architectures:** The architecture consists of a heterogeneous collection of Functional Units (FUs) such as ALUs and multipliers. Typical architectures in this context are general-purpose CPU and DSP architectures. Some of them, such as VLIW and superscalar architectures can have multiple operations executed in parallel. The FUs execute fine-grain operations and the data has typically a "word" grain size.

- **Heterogeneous multi-processor architectures:** The architecture is made of dedicated Application Specific Instruction set Processors (ASIPs), ASICs and standard DSPs and CPUs, connected via busses. The hardware executes coarse-grain operations such as a 256 input FFT, hence data has a "block of words" grain size. In this context, the concept of operation fades into that of task or process.

Usually, the two architectural approaches are always been kept separated. In this paper, we would like to better link the concept of task with that of coarse-grain operation. What we propose is a way of embedding (co)-processors as FUs in a VLIW processor datapath (e.g. Figure 1). The VLIW processor can have FUs executing operations having different latencies and working on a variety of data granularities at the same time [13].

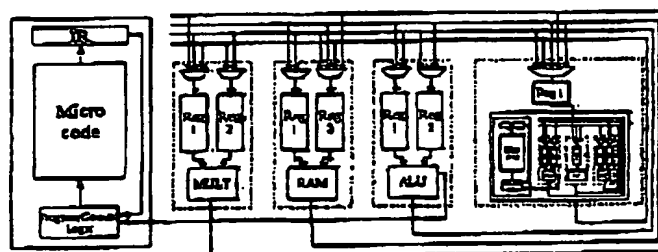


Figure 1. Embedding (co)-processors as FUs in a VLIW architecture

A hardware component implementing a coarse-grain operation is characterized by a latency that ranges from few cycles to several hundreds of cycles. Moreover, data consumed and produced by the unit is not concentrated at the end and at the beginning of the coarse grain operation. On the contrary, data communications to and from the unit are distributed during the execution of the whole coarse-grain operation. Consequently, the functional unit exhibits a (complex) *timeshape* in terms of Input-Output behavior [9].

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In this article, we propose a novel scheduling method for VLIW processors. We exploit the knowledge on the I/O timeshape of coarse-grain operations to improve the communication of data among FU's. This leads to a higher Instruction Level Parallelism (ILP) in the processor, and decreases the registers' pressure.

The rest of the document is organized as follows. Section II depicts the current state and the available results on coarse-grain operations for DSP architectures. In Section III the traditional scheduling approach is defined from a formal point of view. In Section IV and V, the I/O timeshape scheduling is stated and the proposed method is explained. An example is presented in Section VI, followed by some experimental results and the conclusions, presented respectively in Section VII and VIII.

II. MOTIVATION AND RELATED WORK

Commercially available DSPs, based on the VLIW architecture, limit the complexity of custom operations executed by the datapath's FUs. The R.E.A.L. DSP [3], for instance, allows the introduction of custom units, called Application-specific eXecution Units (AXU), but the latency of these functional units is limited to one clock cycle. Other DSPs like the TI 'C6000 [4] has FUs with latency ranging from one to four cycles. The Philips Trimedia VLIW architecture [5] allows multi-cycle and pipelined operation ranging from one to three cycles. The architectural level synthesis tool Phideo [10] can handle operations with timeshapes, but is not suited for control-dominated applications. Mistral2 [12] allows the definition of timeshape under the restriction that signals are passed to separate I/O ports.

Currently, no scheduler can cope well with FUs with complex timeshapes. To simplify the scheduler's job, the unit performing a coarse-grain operation is generally characterized only by its latency and the operation is regarded as atomic. Consequently, operands are assumed to be present before executing the operation. This approach requires extra registers because it doesn't exploit the knowledge over the real I/O timeshape of the unit. The approach lengthens the schedule as well, because all data must be available before starting the operation, regardless the fact that the unit could already perform some of its computations without having the total amount of input data.

The proposed I/O timeshape scheduling method tries to combine fine-grain and coarse-grain operations in a single schedule, minimizing the schedule's length and the VLIW instruction width. We will show that introducing coarse-grain operations has a beneficial influence on the microcode width. Firstly, because FUs executing coarse-grain operations have internally their own controller. Then, the VLIW controller needs less instruction bits to steer the entire datapath. Secondly, exploiting the timeshape of the coarse-grain operation allows us to reduce the number of datapath registers. The instruction bits needed to address datapath registers and steering in parallel a large number of

datapath resources are two important factors contributing to the large width of the VLIW microcode. Ultimately, enhancing the ILP has a positive influence on the schedule length, and hence, on microcode length. Keeping microcode area small is an essential requisite for embedded applications aiming at high performances and coping with long and complex program codes.

The internal schedule of the FUs will be partially taken into account while scheduling the application. In this way, a FU's schedule could be considered as *embedded* in the application's VLIW schedule. Doing so, the knowledge of the I/O timeshape of the FU might be exploited to provide or withdraw data "just in time". The operation can start even if not all data consumed by the unit is available. Such a mixture of fine and coarse-grain operation allows re-use of FU's as well. This means that the custom FU performing coarse-grain operations is maintained in the VLIW datapath, while the actual use of its output data is different. As an example, we could consider the possible variation of FFT algorithms implemented using an "FFT radix-4" FU. Then the custom FU can be re-used while the algorithm is modified from a decimation-in-time to a decimation-in-frequency FFT.

The VLIW processor can perform fine-grain operations while the embedded custom FU is busy with its coarse-grain operation. Therefore, the long latency coarse-grain operation can be seen as a microthread [6] implemented on hardware, performing a separate thread while the remaining datapath's resources are performing other computations, belonging to the main thread.

III. TRADITIONAL SCHEDULING APPROACH

Before introducing the scheduling problem, let us define the Signal Flow Graph (SFG) [7][8][9] as a way to represent the given application's code. An SFG describes the primitive operations performed in the code, and the dependencies between those operations.

Definition 1. Signal Flow Graph SFG.

A SFG is a 8-tuple $(V, I, O, T, E_d, E_s, w, \delta)$, where:

- V is a set of vertices (operations),
- I is the set of input,
- O is the set of output.
- $T \subseteq V \times I \cup O$ is the set of I/O operations' terminals,
- $E_d \subseteq T \times T$ is a set of data edges,
- $E_s \subseteq T \times T$ is a set of sequence edges, and
- $w : E_s \rightarrow Z$ is a function describing the timing delay (in clock cycles) associated with each sequence edge.
- $\delta : V \rightarrow Z$ is a function describing the execution delay (in clock cycles) associated with each SFG's operation.

In the definition of the SFG a distinction is made between directed data edges, and directed and *weighted* sequence edges. They impose different constraints in the scheduling problem where "scheduling" is the task of determining for each operation $v \in V$, a start time $s(v)$, subject to the precedence constraints specified by the SFG. Formally:

Definition 2. Traditional Scheduling Problem.

Given a SFG($V, I, O, T, E_d, E_s, w, \delta$), find an integer labeling of the operations $s: V \rightarrow Z^+$, where:

$$\begin{aligned} s(v_j) &\geq s(v_i) + \delta(v_i) & \forall i, j, h, k: ((v_i, o_h), (v_j, i_k)) \in E_d \\ s(v_j) &\geq s(v_i) + w(t_i, t_j) & \forall i, j: (t_i, t_j) \in E_s \end{aligned}$$

and the schedule's latency:

$$\max_{v \in V} \{s(v)\} \text{ is minimum.} \quad \square$$

In the scheduling problem, as defined above, a single decision is taken for each operation, namely its start time. Because the I/O timeshape is not included in the analysis, an output signal is considered valid before the operation is completed. Likewise, the operation itself is started only if all input signals are available. This is surely a safe assumption, but allows no synchronization between the operations' data consumption and production times, hence between the operation's I/O timeshape and the start time of the other operations in the SFG.

IV. PROBLEM STATEMENT

Before stating the problem, let us introduce the definition of operation's timeshape as follows:

Definition 3. Operation's timeshape

Given an SFG, for each operation $v \in V$, we define *timeshape* the function $\sigma: T_v \rightarrow Z^+$, where:

$$T_v = \{t \in T \mid t = (v, p), \text{ with } p \in I \cup O\}$$

is the set of I/O terminals for operation $v \in V$. \square

The number assigned to each I/O terminal models the delay of the I/O activity relatively to the start time of the operation. Hence, for an operation of execution delay δ , the timeshape function associates to each I/O terminal an integer value ranging from 0 to $\delta-1$. An example of operation's timeshape is depicted in Figure 2.b.

In the traditional scheduling problem, each operation is seen as atomic in the graph. In order to exploit the notion of the operation's I/O timeshape, the scheduling problem is revisited. Where a single decision was taken for each operation, now a number of decisions are taken. Each scheduling decision is aimed to determine the start time of each I/O terminal belonging to a given operation.

Hence, the definition of the revisited scheduling problem taking into account operations' timeshapes is the following:

Definition 4. I/O Timeshape Scheduling Problem:

Given a SFG and a timeshape functions for each operation $v \in V$ in the SFG, find an integer labeling of the terminals $s: T \rightarrow Z^+$, where:

$$s((v_i, i_k)) \geq s((v_i, o_h)) \quad \forall i, j, h, k: ((v_i, o_h), (v_j, i_k)) \in E_d$$

$$s(t_j) \geq s(t_i) + w(t_i, t_j) \quad \forall i, j: (t_i, t_j) \in E_s$$

and the schedule's latency:

$$\max_{v \in V} \{s(v_i)\} \text{ is minimum.} \quad \square$$

It is important to notice that, introducing the concept of timeshape, the operation's latency function δ is not needed anymore and a scheduling decision is taken for each operation's terminal. The schedule found must satisfy the constraints on data edges, sequence edges, and respect the timing relations on the I/O terminals, as defined in the timeshape functions.

In order to exploit the I/O timeshape characteristic of operations, the timeshape function σ is translated in a number of sequence edges, added in the set E_s . These extra constraints impose that the start times of each I/O operation terminal, for any feasible schedule, are such that the timeshape of the original coarse-grain operations is respected.

V. THE I/O TIMESHAPE SCHEDULING METHOD

The translation of the timeshape function into sequence edges is done in a different way depending on whether the FU implementing the coarse-grain operation, can or cannot be stopped during its computation. If the operation can be halted, then the timeshape of the operation can be stretched, provided that the concurrence and the sequence of the I/O terminals are kept. If the unit cannot be halted then an extra constraint must be added in the graph, to make sure that not only the sequence but also the relative distance between I/O terminals is kept as imposed by timeshape function.

Let us consider two I/O terminals belonging to the same original coarse-grain operation, namely t_1 and t_2 , then three different cases can happen:

1) Concurrence

If two I/O terminals, t_1 and t_2 , take place during the same cycle according to the timeshape of the coarse-grain operation, then two sequence edges are added. Those extra edges guarantee that the operations t_1 and t_2 in any feasible schedule, for the given SFG, will be in the same cycle.

$$\begin{aligned} \text{If } \sigma(t_1) = \sigma(t_2) \text{ then } (t_1, t_2), (t_2, t_1) \in E_s \\ \text{with } w(t_1, t_2) = w(t_2, t_1) = 0 \end{aligned}$$

According to the definition of the scheduling problem, those two added edges impose that:

$$\begin{aligned} s(t_1) &\geq s(t_2) \text{ and } s(t_2) \geq s(t_1) \\ \text{hence:} \quad s(t_1) &= s(t_2) \end{aligned} \quad \square$$

2) Serialization (hold-able operation)

If two I/O terminals, t_1 and t_2 , are not concurrent according to the coarse-grain operation's timeshape, then a sequence edge is added. This extra edge guarantees that the order of the two operations will be kept in any feasible schedule.

This means that operation t_2 can be postponed relatively to operation t_1 (e.g. in Figure 4.b, t_1 and t_2).

If $\sigma(t_2) - \sigma(t_1) = \lambda > 0$ then $(t_1, t_2) \in E$,
with $w(t_1, t_2) = \lambda$

According to the definition of the scheduling problem, this added edge imposes that:

hence: $s(t_2) \geq s(t_1) + w(t_1, t_2) = s(t_1) + \lambda$
 $s(t_2) - s(t_1) \geq \lambda$ □

3) **Serialization (not hold-able operation)**
The distance between the start times of the two I/O terminals, t_1 and t_2 , is imposed, for any feasible schedule, as defined by the coarse-grain timeshape (e.g. Figure 4.c, t_1 and t_2). This is done adding two sequence edges:

If $\sigma(t_2) - \sigma(t_1) = \lambda > 0$ then $(t_1, t_2), (t_2, t_1) \in E$,
with $w(t_1, t_2) = \lambda$ and $w(t_2, t_1) = -\lambda$

According to the definition of the scheduling problem, those two added edges impose that:

$s(t_2) \geq s(t_1) + w(t_1, t_2) = s(t_1) + \lambda$
 $s(t_1) \geq s(t_2) + w(t_2, t_1) = s(t_2) - \lambda$

From the last two equations, it follows that the difference in the starting time between t_1 and t_2 is exactly equal to that imposed in the timeshape.
Hence:

$s(t_2) - s(t_1) = \lambda$ □

For each operation, the method adds a significant number of edges, in the order of $|I/O|^2$. However, many of them can be pruned away, for instance introducing a partial order in the set of the operation's terminals. The pruning step is mostly trivial and therefore, herewith not described.

Once the operations are described by their collection of I/O operations and the sequence edges are added, the SFG is scheduled. Provided that the constraints due to the operations' timeshape are respected, the I/O terminals of each operation are now de-coupled from each other and can be scheduled independently.

VI. EXAMPLE

Let us assume that the given application is performing intensively the following "2Dtransform" function. To make the example more realistic, the function considered is performing a 2D graphic operation. It takes the vector (x,y) and returns the vector (X,Y) , according to the code as depicted in Figure 2.

In order to improve the processor's performance the "2Dtransform" is implemented in hardware on a custom FU. Since the function is performed on hardware, it can be truly considered a single operation. The signal flow graph for this function is depicted in Figure 3.a.

```

(X,Y) = 2Dtransform(int x,y)
{
    X = 2*y + 3;
    Y = 5*x + 2*y + 1;
}
    
```

Figure 2. The function "2dtransform"

A feasible internal schedule for the (coarse-grain) operation is depicted in Figure 3.b, where one adder and one multiplier, both with a latency of one cycle, are available within the custom FU. The operation has four I/O terminals and it is performed by the custom FU in four clock cycles. The terminals don't have any delay. In this example, although the FU is active during all the four cycles (Figure 3.b), no I/O operation is performed in cycle 2. From the VLIW datapath, the internal operations performed by the custom FU are not visible and only the I/O timeshape is actually necessary to model the way the operation consumes and produces its data (Figure 3.b).

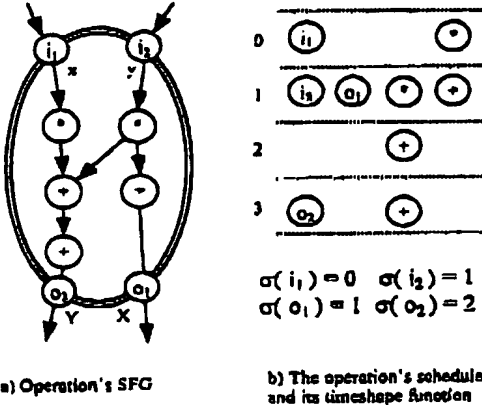


Figure3. The "2Dtransform" coarse-grain operation

The original coarse-grain operation in Figure 4, whose content is now not depicted, is transformed in a graph of four single cycle operations, each of them modeling an I/O terminal. Sequence edges must be added to guarantee that the timeshape of the original coarse-grain unit is respected in any possible feasible schedule. In Figure 4.b, the derived SFG, modeling the behavior of a hold-able custom FU, is shown. In particular, I/O terminals that were performed in different cycles, according to the coarse-grain operation's timeshape, are serialized so that their order is preserved

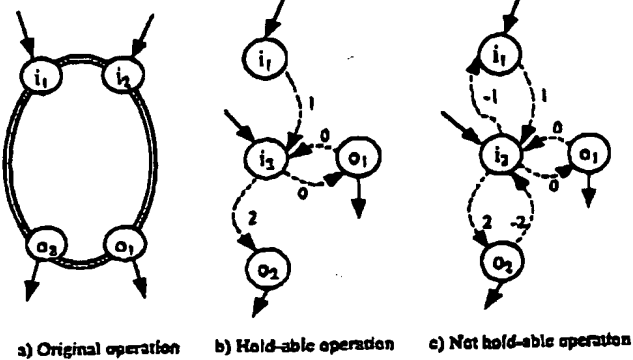


Figure 4. "2Dtransform" coarse-grain operation: I/O decomposition

(e.g. in Figure 4.b, i_1 and i_2). Concurrence of two or more I/O terminals is kept as well (e.g. in Figure 4.b, the two edges between i_2 and o_1). Hence, when a hold mechanism is available for the unit, the scheduler can lengthen the coarse-grain operation moving I/O terminals apart from each other, as far as the sequence edges are not violated. The effect on the hardware is that the FU might be stalled to better synchronize data communicated to and from other operations. Figure 4.c shows the graph obtained by describing the coarse-grain operation in I/O terminals when a hold mechanism is available for the custom FU. In this case, the sequence edges added guarantee that the relative distance between any couple of I/O terminals, in any feasible schedule, cannot be different from that imposed by the coarse-grain operation's timeshape.

Let us now consider a code where the function '2Dtransform' mapped on a complex FU is used, as depicted in Figure 5. In this example, the "2Dtransform" operation is part of a loop body, where other fine-grain operations, such as ALU operations and multiplication's, are performed as well. Let us suppose that the code is executed on a VLIW processor containing in its datapath a multiplier, an adder and a "2Dtransform" FU.

```
for (p=0; p<P_MAX; p++) (
  for (q=0; q<Q_MAX; q++) (
    x = p + q;
    y = p - q - 2;
    (X,Y) = 2Dtransform(x,y);
    cond = ((X^2 + Y^2 - 100) < 0)
  )
)
```

Figure 5. A nested loop using the "2Dtransform" function

The traditional schedule for the SFG of the above described loop body is depicted in Figure 6.a. The coarse-grain operation is regarded as "atomic" and no other operation is executed in parallel with it. In Figure 6.b the I/O schedule of the complex unit is expanded and embedded in the loop body's SFG. The complex operation is executed concurrently with other fine-grain operations. According to the schedule, data is provided for the complex FU to the rest of the datapath and vice versa when actually needed, thereby reducing the schedule's latency. When some data is not available to the complex FU and the computation cannot proceed further, the unit is halted (e.g. cycle 2 Figure 6.b). The stall cycles are implicitly determined during the scheduling of the algorithm. Using the proposed solution, the latency of the algorithm is reduced from 10 to 8 cycles. The number of registers needed has decreased as well. The value produced in cycle 0 in Figure 6.a has to be kept alive for two cycles, while the same signal in the schedule in Figure 6.b is immediately used.

The proposed solution is efficient in terms of microcode area for the VLIW processor. The complex FU contains its own controller and the only task left to the VLIW controller is to synchronize the unit with the rest of the datapath resources. The only instructions that have to be sent to the

unit are a start and a hold command. This can be encoded with few bits in the VLIW instruction word.

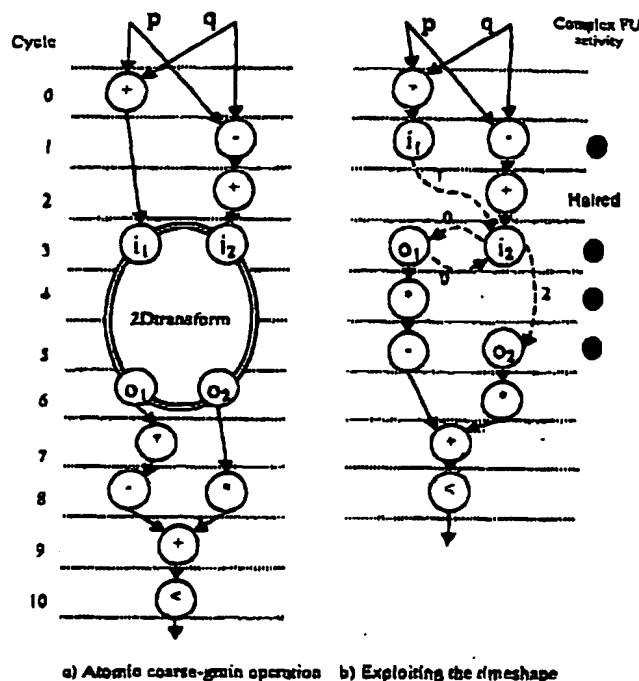


Figure 6: Scheduling the example's loop-body

The VLIW processor can perform other operations while the embedded complex FU is busy with its computation. The long latency unit can be seen as a micro-thread implemented on hardware, performing a task while the rest of the datapath is executing other computations using the rest of the datapath's resources.

VII. EXPERIMENTAL RESULTS

The validity of the method has been tested using an FFT-radix4 algorithm as a case study. The FFT has been implemented for a VLIW architecture with distributed register files, synthesized using the architectural level synthesis tool "AJRT designer" from Frontier Design, running on a HP-UX machine. The radix-4 function, which constitutes the core of the considered FFT algorithm, processes 4 complex data values and 3 complex coefficients, returning 4 complex output values. The custom unit "radix-4" contains internally an adder, a multiplier, and its own controller. The unit consumes 14 (real) input values and produces 8 (real) output values. Extra details over the "radix-4" FU are given in Table 1.

	latency	Internal registers	Internal resources
Radix4 FU	28 cycles	16 (218 bits)	1 ALU, 1 MULT

Table 1. The Radix4 Functional Unit

Three different VLIW implementations are tested, as depicted in Table 2. The architectures "FFT_org" and "FFT_2ALU's" differ in the number of available resources in the datapath and only fine-grain operations can be

executed (add, multiply). The two architectures "FFT_2ALU's" and "FFT_radix4" contain the same hardware resources but they differ in the coarseness of the operations that can be executed.

	Datapath Resources
FFT_org	1 ALU, 1MULT, 1 ACU, 1 RAM, 1 ROM
FFT_2ALU's	2 ALU, 1 MULT, 1 ACU, 1 RAM, 1 ROM
FFT_radix4	1 ALU, 1 ACU, 1 RADIX4, 1 RAM, 1 ROM

Table 2. The tested datapath architectures

For each architecture instance, table 3 lists the performance of the implemented FFT radix4 algorithm in clock cycles and the dimension of the VLIW microcode memory, where the application's code is stored. If we take as a reference the first implementation ("FFT_org"), it can be observed in Table 3 that "FFT_2ALU's" presents the higher degree of parallelism and the best performance. Anyway, the extra ALU available in the datapath must be controlled directly by the VLIW controller, and a large increment in the microcode's instruction width is noticed. On the other side, "FFT_radix4" reaches performance which are in between the first two experiments, but a much narrower microcode memory is synthesized. Usually, the part of the code where the parallelism is necessary is a small fraction of the entire code. We realize that the wide microcode, needed in "FFT_2ALU's", will not be exploited adequately in other portions of the code, leading to a waste of microcode area. They both offer an available parallelism of 2 ALUs and a Multiplier in the critical FFT loop body, but fewer bits are needed in the microcode to address the register in the last "FFT_radix4" VLIW architecture.

	Performance (cycles)	Microcode (width x length)	Microcode width vs. original	Microcode n. bits
FFT_org	59701	78 * 82	100.0 %	6232
FFT_2ALU's	40145	95 * 61	125.0%	5795
FFT_radix4	49481	67 * 74	88.2%	4958

Table 3. Performance and microcode's dimension, experimental results

Table 4 lists, for each instance, the number of register needed in the architecture. In particular, in the last architecture the total number of register is the sum of those present in the VLIW processor and those implemented within the "Radix4" unit. The experiments done confirm that scheduling the FFT SFG, exploiting the I/O timeshape of the "Radix4" coarse-grain operation, reduces the number of needed registers.

	N. of registers	Registers total amount of bits
FFT_org	57	673
FFT_2ALU's	60	710
FFT_radix4	58 (42+16)	698 (481+218)

Table 4. Register Pressure, experimental results

VIII. CONCLUSIONS

In this paper, we presented a new approach to model and schedule coarse-grain operations in the context of VLIW processors. The method allows a flexible HW/SW partitioning where complex functions may be implemented in hardware as FUs in a VLIW datapath. In order to schedule efficiently coarse-grain operations, the scheduling problem itself has been revisited, introducing the concept of I/O operation's timeshape. The proposed "I/O timeshape scheduling" method allows us to schedule separately the start time of each I/O operation's event and, ultimately, to stretch the operation's timeshape itself to better adapt the operation with its surroundings. Results in Section VII, prove that by using coarse-grain operations in VLIW architectures, we are able to achieve high Instruction Level Parallelism without paying a heavy tribute in terms of microcode memory width. Keeping microcode area small is an essential requisite for embedded applications aiming at high performances and coping with long and complex program codes.

IX. REFERENCES

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PH-NL000133 EP-P

CLAIMS:

1. Data processing device, at least comprising a master controller, a first functional unit which includes a slave controller, a second functional unit, which functional units share common memory means, the device being programmed for executing an instruction by the first functional unit, the execution of said instruction involving input/output operations by the first functional unit, wherein output data of the first functional unit is processed by the second functional unit during said execution and/or the input data is generated by the second functional unit during said execution.

2. Data processing device according to claim 1, characterized in that the first functional unit is arranged for processing instructions of a first type corresponding to operations having a relatively large latency and in that the second functional unit is arranged for processing instructions of a second type corresponding to operations having a relatively small latency.

3. Data processing according to claim 1, the controller having halt means controllable by the master controller for suspending operation of the second functional unit.

4. Method of operating a data processor device, which device comprises at least a master controller for controlling operation of the device

- a first functional unit, which includes a slave controller, the first functional unit being arranged for executing instructions of a first type corresponding to operations having a relatively long latency

- a second functional unit capable of executing instructions of a second type corresponding to operations having a relatively long latency,

which second functional unit during execution of an instruction of the second type receives input data and provides output data, according to which method the output data is processed by the first processor during said execution and/ r the input data is generated by the first processor during said execution.

5. Method according to claim 4, characterized in that, the master controller temporarily suspends operation of the second functional unit during execution of instructions of the second type.

5 6. A method for compiling a program into a sequence of instructions for operating a processing device according to claim 1, according to which method
- a model is composed which is representative of the input/output operations involved in the execution of an instructions by a first execution unit,
- on the basis of this model instructions for the one or more second functional
10 units are scheduled for providing input data for the first functional unit when it is executing an instruction in which said input data is used and/or for retrieving output data from the first functional unit when it is executing an instruction in which said output data is computed.

7. A method according to claim 6, characterized in that the model is a signal flow
15 graph

PH-NL000133 EP-P

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ABSTRACT:

A data processing device is described which at least comprises a master controller, a first functional unit which includes a slave controller, a second functional unit. The functional units share common memory means. The device is programmed for executing an instruction by the first functional unit, the execution of said instruction involving
5 input/output operations by the first functional unit, wherein output data of the first functional unit is processed by the second functional unit during said execution and/or the input data is generated by the second functional unit during said execution.

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